

"MWAHAHA! Look alive penguins, I'm back!"



HERBERT P. BEAR

Approx Age: Late forties

Fur Coat: White

Occupation: Villainous polar bear

Home Base: Underground lair

Kinda Acts Like: A combination of Bowser, Dr. Claw, Mr Wilson, Brain from Pinky and the Brain, and various other cartoon villains

Biography in 10 words:

Nefarious villain. Bent on making Club Penguin a tropical paradise.

CHARACTER FACTS

CHARACTER

Character Title:

Esquire, Illustrious Leader Supreme (self-titled)

Character Role:

The evil mastermind

Character Goal:

To find warmth, peace & quiet

Character Description:

Cold-hearted, selfish, and vegetarian, Herbert P. Bear hates snow, noise, and penguins and relentlessly executes complex plans to thwart all three -- always supported by his lackey, Klutzy. With a diabolical mind he devises complex plans to solve simple problems. But when they don't work he becomes increasingly disgruntled.

FAMOUS DEEDS

- Arrived at Club Penguin on a floating iceberg, which tipped. Rescued by Klutzy the Crab, who he soon befriended.
- Has caused multiple Club Penguin disasters of note, including avalanches, earthquakes, and vandalism

FAVORITE THINGS

Drink: Steamed wheat-grass latte
Food: Seaweed Pizza
Game: Mind games
Possession: His underground drill

"No one should call me Herbie-Werbie. EVER. It is not allowed."

"Think again, penguins! My plans to warm up the island WILL continue. But first... I must remove YOU from the equation."

DEFINING MOMENT OF AWESOME

Destroying the EPF Headquarters in Operation Blackout, his most successful mission to date.

TOP 5 QUIRKS

- His ultimate goal is to warm up the island, stop all the silly parties, and relish his success in absolute luxury.
- Is a dedicated vegetarian. Comments frequently on the virtues of his chosen diet.
- An accomplished mastermind and inventor. His skills rival that of Gary, having created inventions such as his Solar Reversion Laser and rebuilding the Ultimate Protobot.
- In many traits he is the 'polar opposite' of a polar bear. Along with being a vegetarian, he hates the cold and cannot swim.
- Seems to enjoy facing off against the EPF agents with his dastardly plans.

RANDOM FACTS

Herbert left his homeland on an iceberg seeking warmer climates. He sailed straight across the world and ended up in Club Penguin.

FRIENDS AND COMPANIONS

- Klutzy (his lackey).
- Protobot (his once 'minion') (Has fallen out with Protobot)

CHARACTER REACTIONS

GETS SCARED

Takes himself very seriously and doesn't allow himself to get scared.

VERY HUNGRY

Can't think straight. Begins to plan ways to take over the Pizza Parlor. Gets louder and more cantankerous until someone makes him a vegetarian pizza.

GIVEN A GIFT

Would ask rather aggressively, "What? What is this? What is this you're doing?"

COMPLIMENTED

He would cross his arms and roll his eyes. "About time SOMEone around here noticed. But don't think you can get any points with me by stating the obvious..."

GETS BORED

Sits down to draft a new mastermind plan. Goes beyond the obvious way to solve a problem.

GETS ANGRY

He yells insults and smashes his fist against the nearest flat surface. "You'll rue the day you messed with THIS polar bear!"

GETS SAD

Not physical. Tends to wall his emotions. Liable to explode if a carefully thought out plan does not go well.

STUBS 'TOE'

A flash of emotion. Gestures to the offended toe with the palms of his hands. "OWW! WHO PUT THAT BLASTED BOX THERE!? WHAT PURPOSE COULD IT POSSIBLY HAVE?!"

CHARACTER TRAITS

EMBODIES

The antithesis of Club Penguin values: selfishness, jealousy, and bitterness

TRUE COLORS

Green, Gold, Blue, Orange

